WIDGET WORLD

AZARDI
INTERACTIVE ENGINE
DEMONSTRATION

infogridpacific

Widget World

Infogrid Pacific

Auckland London Singapore Pune

INFOGRID PACIFIC

Title: WIDGET WORLD: AZARDI Interactive Engine Demonstration

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Introduction

The AZARDI Interactive Engine

The *AZARDI Interactive Engine* (AIE) is designed to make creating great interactive content as easy as it can be.

It extends ePub3 and XHTML5 content production with enhanced pre-structured Javascript driven content content block components. This makes it easier to create, author, edit and produce valuable, reusable advanced content objects.

Using the XHTML approach also means the same content can be used for print production. Using the content block approach means there is potentially high remix and reuse potential.

The focus of AIE is shamelessly is on education,

learning and training digital content delivered everywhere and anywhere.

The AIE approach makes it easy to transform and extend print content into compelling digital content; or design and create new digital content products.

This demonstration document shows a range of interactive authoring options available when using *IGP:Digital Publisher* for production and the *AZARDI Interactive Engine* for presentation. AIE goes beyond any other solutions available.

There are currently three instant interactive strategies available illustrated and demonstrated here:

Events and commands

This is not extensively illustrated here, but the command scripts are used throughout this demonstration book. You can see these in action in the demonstration book *EPUB3 Unleashed*.

Questions and Answers

All nine Question and Answer strategies are shown including QAA-Set which lets a collection of QAA items be turned into an evaluation set of

questions.

Panels

There is a range of panel types and pop-ups for various uses within any reflowable or fixed layout content.

Templates and reuse

The AIE Events Module meshes with the *IGP:FoundationXHTML* approach of long-term content value using controlled XHTML tagging patterns through a controlled CSS selector vocabulary.

The use of controlled CSS class statements empowers event pattern reuse within books, between series and on specific types of content.

The advantage with this approach is that highly interactive interfaces can be constructed as templates if they are working with the same XHTML tagging patterns and reliable IDs. Originality of design is carried in the styling and presentation CSS. The results are:

1. Speed of design and execution

2. A very high reusability without any constraint on the originality of presentation,

3. the shortest time-to-market and

4. substantially lower costs than other interactive production methods.

AIE is a toolkit component only. It doesn't replace interactive design, graphics design and the other skills that go into first-class end-user interactive experiences.

EVENTS AND COMMANDS

About Events and Commands

The AIE Event Module defines a number of structures,

keyterms and assembly syntax rules to make it possible to create simple, large and even massive event-drive interactive content.

This section covers the basic scripting commands for directly manipulating class statements within target HTML elements identified by ID or a CSS class attribute.

These events and commands are used throughout this demonstration

book within the different demostrations.

This is a demostration document not a tutorial but here is a quick look at the simple structure and syntax of the AZARDI Interactive Engine event definition and commands.

Standard Event Reserved Terms

EVENT Fixed. Literal An event must be declared, named, have an ID reference and an action. There must be a matching

Event Container that uses the same name.

EVENTSTART Fixed. Literal. Must have the event name after it. This declares the start of an Event Container.

EVENTEND Fixed. Literal. Must have the event name after it. This declares the end of an Event Container.

AIE Event Syntax

A command event item consists of:

1. **an event time in milliseconds**

2. **an element reference by ID or class, or using XX if they are self-**

referencing

3. **COMMAND in upper case**

4. **The required NAME in upper case**

5. **The CSS selector being targeted by the command in double-quotes, or an event NOT in quotes.**

Standard Event Commands

An event can contain any standard AIE timed instruction or COMMAND

Standard Event Reserved Terms

ONLOAD An onload event is triggered when a page is opened.

COMMAND TOGGLECLASS The CSS class in the target element is changed between two states.

COMMAND ADDCLASS The CSS class in the target element has a class statement inserted.

COMMAND REMOVECLASS The CSS class in the target element has a class statement removed.

COMMAND TRIGGER An event calls and starts another event by Event Name.

COMMAND RESET Resets an event to its initial CSS state.

COMMAND RESETALL

Resets a full script and all the events within the script to it initial CSS state.

Timeline Events

Timeline Events

One of the strengths of AIE is that any event can incorporate timeline scripts of any length. These can be used for delays, multiple object syncronization and animation.

There are some slight similarities to CSS Animation, but the Storyline module allows control over multiple elements simultaneously and also allows time to be defined in milliseconds.

Timeline events can be freely intermixed with COMMAND events.

Timeline Example LIVE

After clicking on the Play button there is a one secon both boxes is doubled. Next both boxes traveling are changing and return to their start position and size. box.

Pla

2

Counter Events

Counter Overview

Counters allow the maintenance and keeping of scores, or can be used for any other interaction that needs a dynamically and controlled changing number sequence.

Counters are always integers.

Counters are predefined elements with target IDs that contain an integer which can be incremented, decremented or forced to a value.

This can be used to count, display and manipulate integers anywhere in the interface.

Counter Event Reserved Terms

INCREMENT Command. Increases an

integer value by the specified amount.

DECREMENT Command.
 Decreases an integer value by the specified amount.

SETCONTENT Command. Sets an integer to a defined value.

In this script the span element with id="score" is the presentation target.

If any event triggers EVENT correct, the value will be incremented by 10.

If any event triggers EVENT wrong, the value will be decremented by 5.

If any event triggers EVENT reset, the text value in id = "score" will be set to 0.

Counter Example LIVE

1) Increment: On each clicks the number will be in
Decrement: On each clicks the number will be dec
Resets counter number and sets default value to (

DecrementIncre

0

3
Sprite Events

SPRITE Overview

Sprites are a core component of any type of animation. AIE enables any number of sprites to be controlled by sequence, and with transforms applied to carry out nearly any

action.

Sprites are a sequence of images which are manipulated over time to give animated motion. They consist of a specially prepared image loaded into a container. The image can be used as a CSS background or in the foreground.

Sprite Example LIVE

Click on Start button to start the SPRITE animation animation.

StartStop

QUESTIONS AND ANSWERS

Overview

IGP:FoundationXHTML has a highly structured and controlled QAA tagging pattern strategy to make it easy to create, extend and style Question and

Answer content anywhere into any document.

In addition there is a FX-QAA-set structure that can be used to wrap any combination of FX-QAA items to create an evaluated test.

These articles do not try and instruct on the best techniques and methods to author, create and use interactive evaluation, they are focused on the mechanics of getting it available as easily as possible.

The FX-QAA

structure is consistent across all pattern types. This makes it easy to associate Javascript controls.

The nine FX-QAA patterns

1. **True False**

2. **True False Multi**

3. **Choose from (Multichoice)**

4. **Select all (Multiselect)**

5. Association (Match)

6. Sequence

7. Text Match

8. Text Match multi

9. Sort-word Multi

4

QAA True-False

About QAA True-False

The True-false type can be used to represent any binary choice based on situational context. It can be just as easily used to make a

decision to go left or right where the outcome of the choice is a decision and not an evaluation.

True-false can be used as an instructional tool as well as an evaluation/ testing tool. It is probably more correct to call it a binary choice tool with option1 and option2, but who would understand that!

The default test pattern is all questions evaluate to true as wrong, false as correct.

Chocolate fish can swim?

True
False

CheckTry AgainReset

5

QAA True-False Multi

About True-False Multi

True-False Multi is an extension of the stand-alone True-false where multiple choices need to be made

and evaluated simultaneously. There can be any number of true-false evaluations in a True-False Multi set.

The True-false type can be used to represent any binary choice based on situational context. It can be just as easily used to make a decision to go left or right where the outcome of the choice is a decision and not an evaluation.

True-false can be used as an instructional tool as well as an

evaluation/ testing tool. It is probably more correct to call it a binary choice tool with option1 and option2, but who would understand that!

The default test pattern is all questions evaluate to true as wrong, false as correct.

This is the general context area for this QAA block. You can insert any content here to establish the question context.

Evaluate the following questions as true or false.

The Earth Rotates

around the sun.

True
False

Mars is the fifth planet from the sun

True
False

The Moon rotates around the Earth 12 times a year

True
False

Saturn is the biggest planet in the Solar System

True
False

Earth is the third planet from the Sun

True
False

CheckTry AgainReset

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QAA-Multichoice

Multichoice

Multichoice is probably the most well known and used question and answer tool available. It is easy to implement and easy to evaluate.

In FX-QAA Multichoice means the

selection of one correct answer option from multiple options. The user is presented with a question and a list of answer options. There can be any number of answer options. The user can only select one answer with a click or a tap.

Multichoice can be used as an instructional tool as well as a test tool.

It can be used to create choice interfaces to tutor the learner directly to identify a correct

selection.

We have used it as an effective "Computer as Tutor" tool for building and evaluating recognition patterns with excellent mid-term retention.

Which of the following is a mammal?

A. Arachnids

B. Ovis Aries

C. Aves

D. Invertebrates

CheckTry AgainReset

7

QAA Multi-Response

Multi-response

Multi-response is useful for teaching, learning and of course testing discrimination. It is relatively easy to implement and

easy to evaluate

In FX-QAA Multi-response means the selection of all correct answer options from multiple options. The user is presented with a question and a list of answer options. Any number of answers can be selected with a click or tap to select and a second click or tap to deselect.

The AIE interaction shows the current selected options highlighted, and this can be changed at any

time up until the Check button is clicked.

Multichoice can be used as an instructional tool as well as a test tool. It can be used to create choice interfaces tutor the learner directly to identify a correct selection.

Select the elements that make the compound water.

1. Carbon
2. Hydrogen
3. Helium
4. Nitrogen

5. Oxygen

CheckTry AgainReset

8

QAA Association

About QAA-Association

QAA Association is a more complex learning pattern to create and use. It has both option sources with matching option targets. The user is required to

interactively associate the correct source-target pairs.

In FX-QAA Association means the matching of an moveable object with another static object which has some exclusive association.

An easy example is matching pictures with words, such as a picture of a cat and the the word cat. A more complex association is moving a part to the correct position on an

assembly.

In the current version there can be any number of items to be associated, but all option-source items must have an exclusive option-target. Association is designed as a drag and drop (tap-tap) interaction where the option-source is dragged onto the option target.

The AIE interaction shows the current selected associations highlighted, these can only be changed before

clicking the check
button by clicking
Reset.

Match (by dragging and dropping or tap-tap) the Decimal Number to its Roman Number

23

58

88

514

49

XXIII

LVIII

LXXXVIII

DXIV

XLIX

CheckTry AgainReset

9

QAA Sequence

About QAA Sequence

QAA Sequence is a more complex learning pattern to create and use. It has both option sources and option targets. The user is required to

interactively arrange the source options into a sequenced list of target options.

In FX QAA Sequence means the arrangement of a number of shuffled option sources into a correct sequence of reserved slots by drag and drop or tap-tap interaction. If shuffle is not activated the option-source and option-target objects will present in the same sequence.

The option-items can be words,

images or even rich media.

Once placed sequence option-items cannot be moved and must be reset. The items can be placed into sequence in any order.

Arrange the countries into order from the international dateline .

Samoa

China

Nepal

Poland

Iceland

Peru

CheckTry

AgainReset

QAA-Textmatch

About QAA-Textmatch

Text match is the closest the interactive question type can get to a subjective form. It requires a learner to enter text in response to the question

and source information context.

In FX-QAA Text Match means keying text into a content-editable block to complete a string. A Text-Match sequence can have any number of editable areas.

Text match is case sensitive. This is required to ensure grammatical construction and parts of speech are handled correctly. If the evaluation is to be case insensitive then a correct sequence

of synonyms needs to be entered.

Text match handles synonyms. This allows various textual and grammatical structures to be fairly entered and evaluated. This allows the handling of shortened forms such as "I am vs I'm" and variations in number terms such as "one, One, 1" if these are allowable responses.

In this example you can type three, Three,

THREE, 3, iii or III.

Fill in the missing number.

1. One Two

Four Five.

CheckTry AgainReset

QAA-Textmatch Multi

About Textmatch Multi

Text match Multi is the closest the interactive question type can get to a subjective form. It requires a

learner to enter text in response to the question and source information context. It allows the construction of relatively large learning or evaluation structures.

In FX-QAA Text Match means keying text into a content-editable block to complete a string. A Text-Match sequence can have any number of editable areas.

Text match is case sensitive. This is required to ensure grammatical

construction and parts of speech are handled correctly. If the evaluation is to be case insensitive then the correct sequence of synonyms needs to be entered.

Text match handles synonyms. This allows various textual and grammatical structures to be fairly entered and evaluated. This allows the handling of shortened forms such as "I am vs I'm" and variations in number terms

such as "one, One, 1" if these are allowable responses.

How well do you know the names of famous scientists and their discoveries.

1. The scientist Isaac

   discovered infinitesimal

   around the same time as Leibniz.

2. Kepler was an

   who

discovered the
laws of

motion.

3. Nicolaus

   formulated the

   model of the
   universe
   which placed
   the

   not the

   at the center.

CheckTry
AgainReset

QAA Sort Word

About QAA Sort Word

Sort Word allows a randomly generated string of words to be presented for sorting into a correct sequence. Special issues with this are

allowing and evaluating repeating words and synonyms. There is no content keying to be done (as with text-entry) so the learning or evaluation is comprehension.

QAA Sort Word is a strategy designed primarily for language learning although it can be used for any learning objective where a strict word sequence is important.

The user can drag and drop (or tap-tap) the words in the sequence they

want them presented in the target block. Once placed a word cannot be removed.

In these examples:
The first example is relatively simple with capitalization and punctuation providing strong sequence clues for the learner.

The second example doesn't have shuffle enabled so the source-option words come out in the same sequence each time. This is required for this instruction to

make some sense. The answer map contains only the proper names.

1. Rearrange the words sequentially to make a correct sentence.

What

is

your

name?

3. Arrange the proper nouns

only into alphabetical order

Zorba

jumps

over

Alan

and

Mary

while

they

are

talking

to

Peter

CheckStart Again

QAA Set

About QAA-Set

QAA-Set allows you to arrange any questions into a test structure. If any set of QAA blocks are wrapped with the QAA-Set block the individual evaluation buttons are automatically suppressed and

only the QAA-Set buttons are used.

Using this approach the individual questions are still reusable, and QAA-Sets are easy and reliable to create.

QAA-Set can be used for self-testing in a book environment or, with AZARDI:Content Fulfilment and AZARDI reading systems a QAA-Set results can be sent to a server for test evaluation.

In this example the QAA-Set is inside a vertically

scrolling panel. This makes it easier to get more content on a page in fixed layout mode, although it is a better user experience to keep longer QAA sequences on separate scrolling pages.

A little Word Geography

Scroll or slide the panel to answer all the questions.

QAA True

False.

1. The Philippines is not an archepelago

   True
   False

2. Sagarmāthā is the tallest mountain in the world

   True
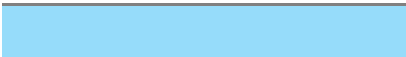   False

3. New

Caledonia is in the Polynesian sub-region

    True
    False

4. The Nile is the longest river in the world

    True
    False
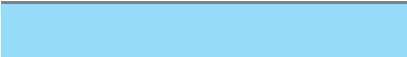
Which country is not in Africa?

A. Guinea-Bissau

B. New Guinea

C. Guinea

D. Equatorial Guinea

Choose the countries that do not have ocean borders?

1. Chad

2. Belarus

3. Uruguay

4. Nepal

5. Zambia

6. Cambodia

7. Paraguay

Match (by dragging and dropping) to its associated items.

Pacific

Tasman

Nahuel

Huapi

Cumulo

River

Ocean

Sea

Lake

Nimbus

Vitim

CheckReset

1

1

INTERACTIV WIDGETS

About Interactive Widgets

The *AZARDI Interactive Engine* supports a set of interactive widgets to make the assembly of content quick and easy when using

IGP:Digital Publisher. They are also relatively easy to program manually.

The purpose of widgets is generally to provide a framework for content interaction or presentation. The value of widgets in a learning environment very much depends on the content context and how they are used. This is especially true of

In mobile devices widgets are sometimes used to compensate for

limited screen area and end up in fact being "content hiding" tools rather than enhancement. However where content should be presented in a clear sequence by information item, this can be a powerful learning strategy.

Major Widgets and Variants

1. **Panel Horizontal Sliding Image**

Panel

2. Vertically Sliding Image Panel

3. Horizontal Tutorial Panel

4. Vertical Tutorial Panel

5. Vertical Scrolling Panel

6. Horizontal Scrolling Panel

Widgets: Horizontal Sliding Panel
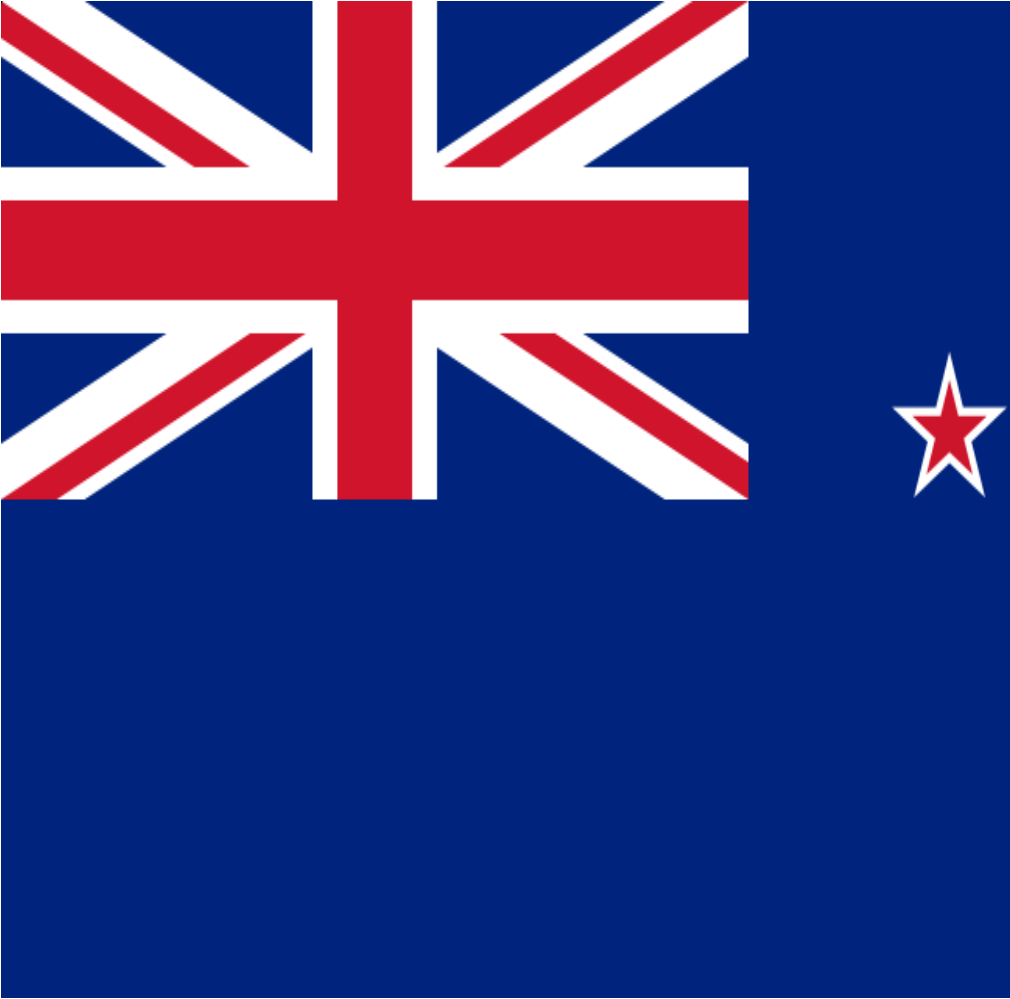
About Horizontal Sliding Panel
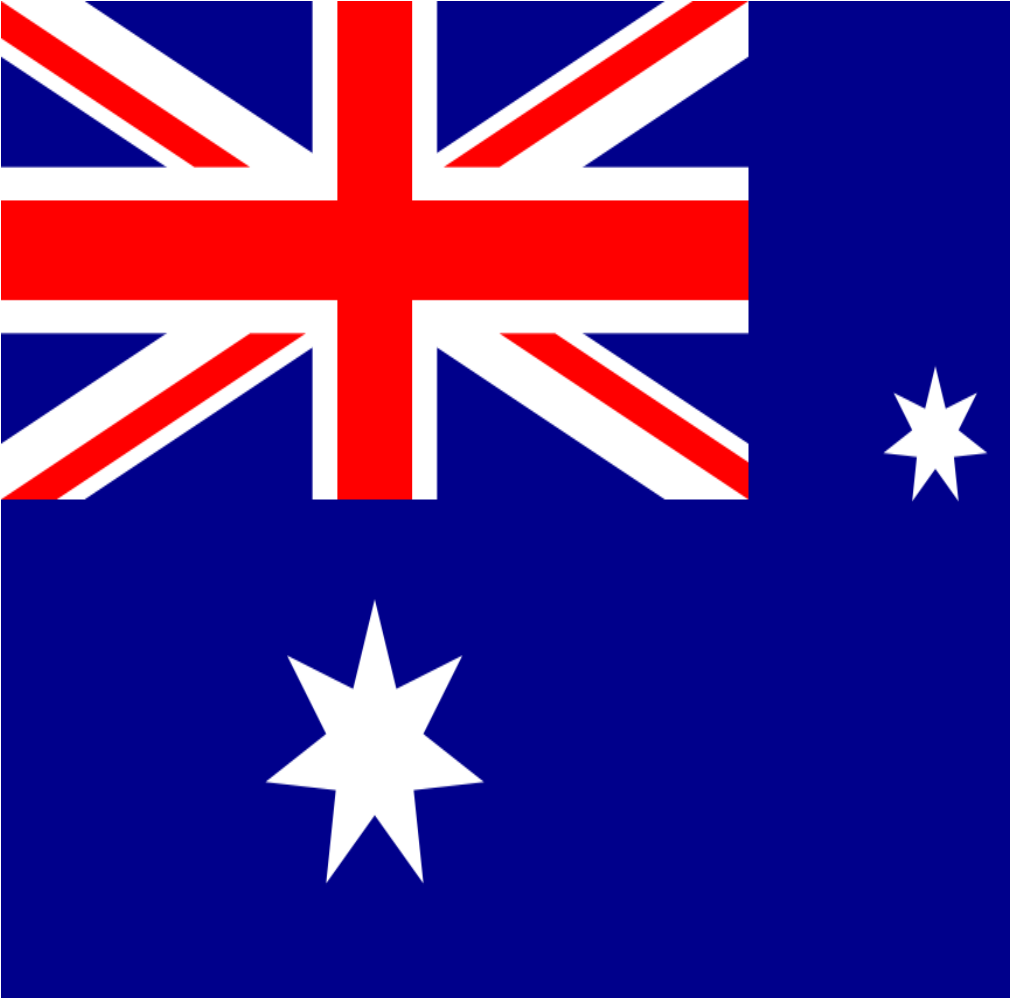
The horizontal sliding panel is

specifically for images with optional captions.

The panel can be inserted into fixed layout or reflowable content. The value of the image sliding panel is when there is a sequence of images with associated text.
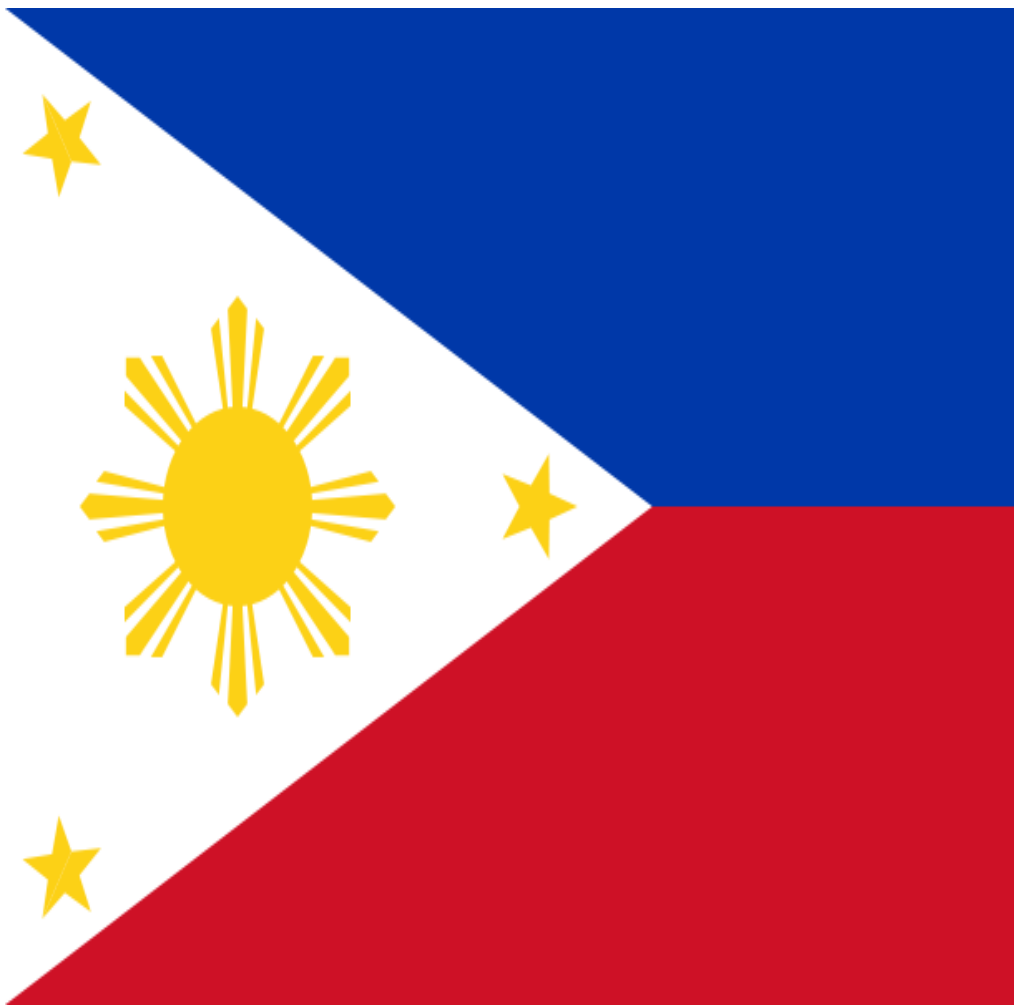
Images must be created with the correct aspect ratio and size required by they sliding window.

Panel Sliding

Widgets: Vertical Sliding Panel

About Vertical Sliding panel

The vertical sliding panel is

specifically for images with optional captions.

The panel can be inserted into fixed layout or reflowable content. The value of the image sliding panel is when there is a sequence of images with associated text.

Images must be created with the correct aspect ratio and size required for the sliding window.
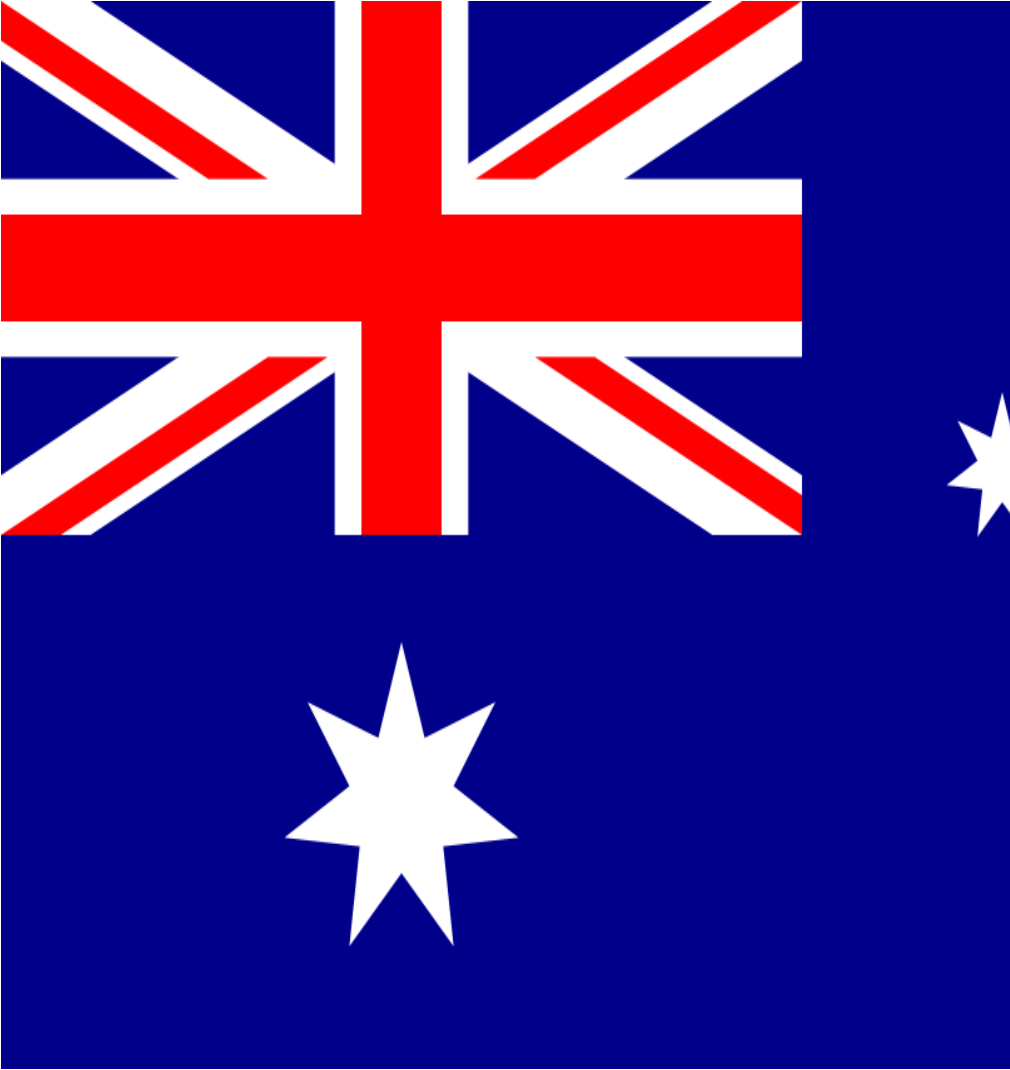
Widgets: Horizontal Tutorial Panel

About the Horizontal Tutorial Panel

The Tutorial Panel is the same

in operation as the Image sliding panel but is designed to allow more content to be presented in the frame. Consequently building a tutorial panel can be more intense and difficult.

A tutorial panel can contain any number of frames, each of which can have any content including QAA, rich media and other interactions.

An strength of Tutorial Panels is that they can be authored as

highly reusable
independent
content objects.

The panel is
designed for
swipe navigation
but can have AIE
navigation
controls added if
required.

Frame 1

Frame 2

Frame 3

Frame 4

Frame 5

Widgets: Vertical Tutorial Panel

About the Vertical Tutorial Panel

The Tutorial Panel is the same

in operation as the Image sliding panel but is designed to allow more content to be presented in the frame. Consequently building a tutorial panel is more difficult.

A tutorial panel can contain any number of frames, each of which can have any content including QAA, rich media and other interactions. An advantage of Tutorial Panels is that they are highly reusable content objects.

Frame 1

Frame 2

Frame 3

Frame 4

Frame 5

Widgets: Vertical Scrolling Panel

Scrolling Panel - Vertical

When using fixed layout it is often a requirement to

support more text on a page than the available fixed layout area will support. The answer is a scrolling panel.

This example shows a vertical scrolling panel which is ideal for continuous text.

Why Use Scrolling Panels

Often in tutorial content it is useful to have a notel fits a spot and contains more content.

Scrolling panels do the job. They can have any con is for text and images.

The rest of the content is from *A Christmas Carol*.

But Scrooge was all the worse for this. It thrilled h know that behind the dusky shroud, there were gh he, though he stretched his own to the utmost, cou

one great heap of black.

"Ghost of the Future!" he exclaimed, "I fear you m
know your purpose is to do me good, and as I hope
was, I am prepared to bear you company, and do i
speak to me?"

It gave him no reply. The hand was pointed straigl

"Lead on," said Scrooge. "Lead on. The night is wa
know. Lead on, Spirit!"

The Phantom moved away as it had come towards
its dress, which bore him up, he thought, and carri

They scarcely seemed to enter the city; for the city
and encompass them of its own act. But there they
amongst the merchants; who hurried up and down
and conversed in groups, and looked at their watcl
great gold seals; and so forth, as Scrooge had seen

The Spirit stopped beside one little knot of busines
pointed to them, Scrooge advanced to listen to the

"No," said a great fat man with a monstrous chin, "
only know he's dead."

"When did he die?" inquired another.

"Last night, I believe."

"Why, what was the matter with him?" asked a thi
very large snuff-box. "I thought he'd never die."

"God knows," said the first, with a yawn.

"What has he done with his money?" asked a red-f
excrescence on the end of his nose, that shook like

Widgets: Horizontal Scrolling Panel

About the Horizontal Scrolling Panel

When using fixed layout it is often a

requirement to support more text on a page than the available fixed layout area will support. The answer is a scrolling panel.

This example shows a horizontal scrolling panel which is ideal for text that may be broken into segments.

Scrolling panels work very well with tablet touch screens as the movement is easily controlled with the finger.

It the decade timeline example shown the

timeline item panels are deliberately narrower than the viewport to give the scrolling message.

The Horizontal Pan

In this demostration the scrolling panel moves left to can move right to left if required).

The content has been set into columns to match the the viewport and gives a pseudo pagination effect.

It is not page controlled because a valid use of the in for very wide content such as timelines or similar con

1950s

The 1950s or The Fifties was a decade that began on 1, 1950 and ended on December 31, 1959. By its end world had largely recovered from World War II and t War developed from its modest beginning in the late a hot competition during the 1950s.

Television attained maturity during the 50s and by th
the decade, most American households owned a TV s
Chevrolet Corvette becomes the first car to have an a
fiberglass body in 1953. A surprise came in 1957; a 1
pound (83 kg) satellite named Sputnik 1 was launche
Soviets. The space race began 4 months later as the U
States launched a smaller satellite. In 1958 the first p
Coke bottle appeared.

1960s

The 1960s was a decade that began on 1 January 196
ended on 31 December 1969. The 1960s term also re
era more often called The Sixties, denoting the compl
inter-related cultural and political trends across the g
This "cultural decade" is more loosely defined than th
decade, beginning around 1963 and ending around 1

 The decade was also labeled the Swinging Sixties be
the fall or relaxation of some social taboos especially
to racism and sexism that occurred during this time.

The 1960s have become synonymous with the new, r
and subversive events and trends of the period, which
continued to develop in the 1970s, 1980s, 1990s and

1970s

The 1970s, pronounced "the Nineteen Seventies", was decade that began on January 1, 1970, and ended on December 31, 1979.

In the Western world, social progressive values that b the 1960s, such as increasing political awareness and and economic liberty of women, continued to grow. hippie culture, which started in the latter half of the waned by the early 1970s and faded towards the mid of the decade, which involved opposition to the Vietr opposition to nuclear weapons, the advocacy of worl and hostility to the authority of government and big The environmentalist movement began to increase dramatically in this period.

1980s

The 1980s decade was the period of time between Ja 1980, and December 31, 1989. The time period saw social, economic, and general change as wealth and production migrated to newly industrializing econom

As economic liberalization increased in the developed multiple multinational corporations associated with t manufacturing industry relocated into Thailand, Mex South Korea, Taiwan, and China. Japan and West Ger are the most notable developed countries that contin enjoy rapid economic growth during the decade whil developed nations, particularly the United Kingdom United States, re-adopted laissez-faire economic polic

1990s

The 1990s, also known as "the Nineteen Nineties" or abbreviated as "the Nineties" or "the '90s", was the te final decade within the 20th century that began on Ja 1990, and ended on December 31, 1999.

The decade is seen by many Western nations as a per unprecedented peace and prosperity, though many pa the so-called Third World faced various problems inc genocide, AIDS and new or continuing ethnic tension civil wars.

A combination of factors, including the mass mobiliza capital markets through neoliberalism, the beginning widespread proliferation of new media such as the In and the dissolution of the Soviet Union led to a realig and reconsolidation of economic and political power the world, and within countries.

2000s

The 2000s was a decade that began on January 1, 20 ended on December 31, 2009.

Globalization, which had accelerated after the early of communism, continued to be a force in the 2000s. growth of the Internet was one of the prime contribu globalization making it possible for people to interact

other people, express ideas, sell and buy online, resea
learn about things and experience the world from ho

The institutions, linkages and technologies that
emerged or were redefined earlier would subsec
in this decade benefit many countries, in particu
China and India. However, in other parts of the
such progress failed to address ongoing struggle
modernity.

2010s

The 2010s, pronounced "two thousand (and) tens", is
current decade which began on January 1, 2010 and
on December 31, 2019.

The 2010s began amidst a global financial crisis that
in the late 2000s. In particular, the ongoing Eurozone
crisis, which stemmed from these economic problems
economic issues such as inflation, and an increase in
commodity prices, sparked immense unrest in many
income countries.

In some countries this unrest eventually evolved into
economic crises which set off numerous revolutions,
in Kyrgyzstan and Tunisia in 2010, and Libya, Syria,
and Egypt in 2011 and 2012. This widespread recent
phenomenon is now known as the Arab Spring, and i
continues, as of March 2013.

Widgets: XY Scrolling Panel

XY Scrolling Panel

When using fixed layout it is often a requirement to

support more text on a page than the available fixed layout area will support. The answer is a scrolling panel.

Sometimes there may be a large graphic that needs to be explored interactively and the device image zoom feature does not give the right content engagement experience. XY Scrolling gives the learning designer the tool to improve the quality of the content engagement.

Giraffe

Source: Wikimedia

Elephant

Source: Wikimedia

Widgets: Locked Panel

About - Locked Panel

The locked panel is very useful when long explanation or exploration text needs to be

associated with an image, or interactive panel.

This was developed specifically to demonstrate moves of board games such as Chess and Go. The discussion on the move strategy can be scrolled while various interactive moves can be seen on the locked panel after clicks on the text.

Of course there are many other ways to use this too.
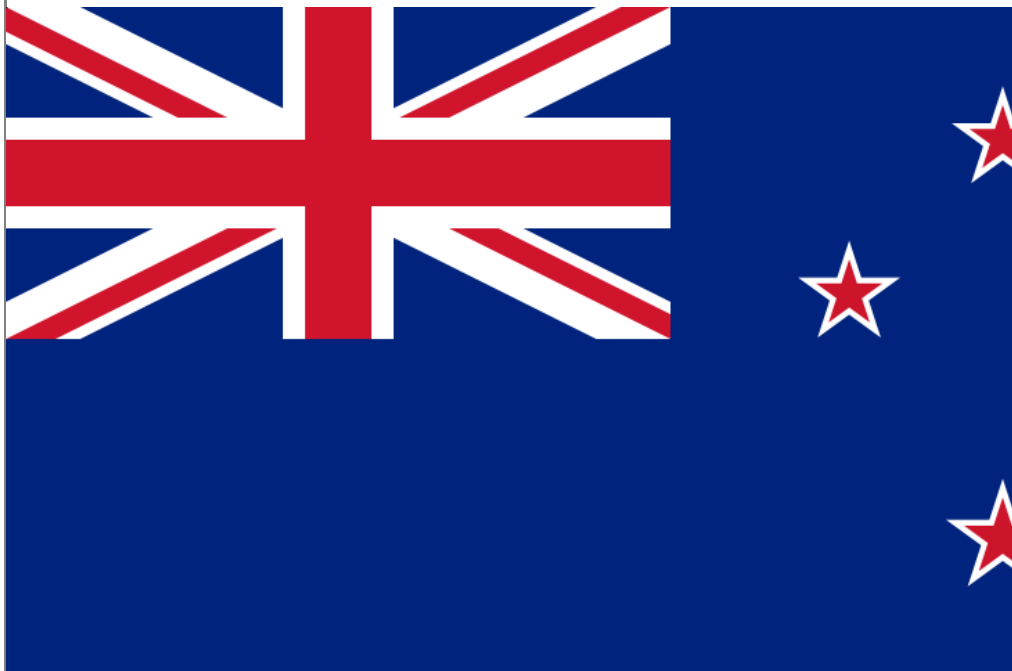
The scrolling panel with a frame locked at the top
when there is a requirement to have a lot of refere
associated with an image or something similar.

The image frame is locked in place at the top of th
all text scrolls under the image.

The remainer of the text is explaining the flag and

Flag description

blue with the flag of the UK in the upper hoist-side with four red five-pointed stars edged in white cen outer half of the flag; the stars represent the South constellation

About New Zealand

The Polynesian Maori reached New Zealand in abc In 1840, their chieftains entered into a compact wi the Treaty of Waitangi, in which they ceded sovere Queen Victoria while retaining territorial rights. I year, the British began the first organized colonial

A series of land wars between 1843 and 1872 ende defeat of the native peoples. The British colony of became an independent dominion in 1907 and sup militarily in both world wars.

New Zealand's full participation in a number of de lapsed by the 1980s. In recent years, the governme to address longstanding Maori grievances.

Source: CIA - The World Factbook

Flag Source: Wikimedia Commons

Widgets: Popups

PopUps

Pop-up text is almost essential in education and academic digital content. It is useful for structured content such as notes, footnotes, glossary definitions and indexes, but can

also be used for content supplementary to the primary narrative such as examples, exploration, and reinforcement content.

In AIE the pop-up panels are authored containers that are hidden until required. You can include any content into a pop-up and style it appropriately for the content.

Popups can be launched from text, headings, titles and if appropriate from icons.

Click (tap) on the text links to show the PopUp boxes.

Click (tap) on the PopUp box to close it.

The World of Fruit

In common language usage, "fruit" normally means the fleshy seed-associated structures of a plant that are sweet and edible in the raw state, such as apples, oranges, grapes, strawberries, and bananas.

Fruits are generally high in fiber, water, vitamin C and sugars, although this latter varies widely from traces as in lime, to 61% of the fresh weight of the

date. Fruits also contain various phytochemicals that do not yet have an RDA/RDI listing under most nutritional factsheets, and which research indicates are required for proper long-term cellular health and disease prevention.

Regular consumption of fruit is associated with reduced risks of cancer, cardiovascular disease (especially coronary heart disease), stroke, Alzheimer disease, cataracts, and some of the functional declines associated with aging.

Diets that include a sufficient amount of potassium from fruits and vegetables also help reduce the chance of developing kidney stones

and may help reduce the effects of bone-loss. Fruits are also low in calories which would help lower one's calorie intake as part of a weight-loss diet.

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Widgets: Reveal

Reveal

Reveal is another tool in the education writer/ designers toolkit. Rather than popup it hides and shows content in the flow. It inserts a block of content after the paragraph within which the link

occurs. The link could be text an image or an icon.

Reveal is more useful for reflowable content than fixed layout unless the content is in a scrolling panel. It can be used to reveal learning reinforcement information, or self-check information.

Learn about Fruit

Apple

Banana

Orange

Widgets: PopUp Panel

PopUp Panel

The PopUp Panel takes over most of the viewport when launched. It is a "may I have your complete attention" tool.

The popup panel

can contain any content including interactivity, rich media, animations and even 3D objects. It is particularly effecting in the learning environment when exploration of an subject is warranted to understand it in more depth.

Learn about Fruit

Apple

Explore the information about the apple by clicking

on the box. It will open in a new popup window.

Banana

Explore the information about the apple by clicking on the box. It will open in a new popup window.

Colophon

Widget World: AZARDI Interactive Demonstration
is published by Infogrid Pacific.

Credits

AZARDI Interactive Widgets designed and programmed by Milan Bishwakarma.

AZARDI Interactive Engine designed and programmed by Deepak Chandran.

Product commentary: Raja Hooka.

Text content. Sourced from Wikipedia.

Images. Sourced from Wikipedia